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0. Introduction

Qíahn is a strange planet, coin-shaped and flat. It has two different worlds, Heads and Tails, and an edge. In its center is the Orb, a small, glimmering planetoid that shines on both sides.

Heads is illuminated by a sun. It's always day and its night cycle looks like a normal afternoon on earth. On the other side however, the only light on Tails comes from the Orb, reflected by the four moons, North, South, East and West. Its darkness is ever present, only broken by the flickering glow from erupting volcanoes. Tails is not a good place to live.

Qíahn is the stage for the eternal war between Heads and Tails. Choose your side and command a squad formed by archers, beasts, knights, footmen, wizards and paladins. Your objective: Victory!

Welcome to Qíahn, Commander: choose a side, choose a life.

1. Setting up the game

Qíahn Tactics is a two player game.

Each player chooses a side: Heads or Tails. If both players choose the same side, one of them will toss a Qíahn coin. The result will decide which side he'll command.

Both players place their twelve combatant tokens face down, that is, with the character drawing hidden and the shield, of either Heads or Tails, visible. After that, they choose the game's format according to [Table 1](#):

Table 1 – Game's format	
Squad 3	Three combatants per player
Squad 6	Six combatants per player

Players remove tokens randomly, without turning them to find out which ones are being left out of the battle. After that, they place the combatant tokens forming a line. During the game that line is referred to as *Reserve line*.

Finally, both players place face up all gear and magic counters. Heads uses the gear with the blue, striped, background plus the water and wind magic. Tails uses the gear with the red, striped, background plus the earth and fire magic.

3. Game system

The game's objective is to defeat your opponent.

Types of combatants

There are six types of combatants. Each has its own distinctive color frame. The color indicates which dice is used, according to [Table 2](#):

Table 2 – Types of combatants			
Combatant	Frame	Dice	Possible results
Wizard	Yellow	Twenty sides (d20)	1 to 20
Paladin	Purple	Twelve sides (d12)	1 to 12
Knight	Blue	Ten sides (d10)	1 to 10
Beast	Dark blue	Eight sides (d8)	1 to 8
Archer	Green	Six sides (d6)	1 to 6
Footman	Red	Four sides (d4)	1 to 4

Initiative

The game starts with one player tossing a coin. The result determines which side has the initiative, that is, which side attacks first.

The Qíahn coin remains in the middle of the game board with the side of the attacking player visible (Heads or Tails). This will remember who attacks.

Game flow

The game consists of either three or six rounds; it depends on how many combatants you start the game with. Each round is comprised of five phases: uncover, deploy, outfit, combat and regroup. Each phase has two turns*, one for the attacker and one for the defender.

** It's strongly recommended to say "turn" at the end of each turn during phases one through four, so that each player knows when to act.*

Once the word "turn" has been said, there is no turning back.

Examples

Round 1: phase 1, phase 2, phase 3, phase 4, phase 5

Round 2: phase 1, phase 2, phase 3, phase 4, phase 5

Round 3: phase 1, phase 2, phase 3, phase 4, phase 5 (The game finishes at this point if you have chosen Squad 3)

Round 4: phase 1, phase 2, phase 3, phase 4, phase 5

Round 5: phase 1, phase 2, phase 3, phase 4, phase 5

Round 6: phase 1, phase 2, phase 3, phase 4, phase 5 (The game finishes at this point if you have chosen Squad 6)

... and so on.

Phase 1 - Uncover

Attacker's turn: turn over a combatant token from the reserve line.

Defender's turn: turn over a combatant token from the reserve line.

Note: this is the only phase where you can turn over combatant tokens.

Phase 2 - Deploy

Attacker's turn: place one, two or three of your face up combatants close to Qíahn's coin; that zone is referred to as vanguard line.

Defender's turn: place one, two or three of your face up combatants close to Qíahn's coin; that zone is referred to as *vanguard line*.

Note: combatants that haven't been uncovered, either on this round or in previous rounds, can't be deployed yet.

Phase 3 - Outfit

Attacker's turn: if you wish, you can use the magic and offensive gear counters to improve your combatants in the *vanguard*.

Defender's turn: if you wish, you can use the magic and defensive gear counters to improve your combatants in the *vanguard*.

Note: gear and magic are explained in chapters 4 and 5 of this rulebook.

Phase 4 - Combat

Attacker's turn: roll the dice for all your combatants in the *vanguard line*. These rolls are added and any bonuses from offensive gear are applied at this time (if they were used).

Defender's turn: roll the dice for all your combatants in the *vanguard line*. These rolls are added and any bonuses from defensive gear are applied at this time (if they were used).

Next the following calculations are applied: Attacker's total roll – Defender's total roll. With the result check **Table 3**:

Table 3 – Combat resolution	
Result	Consequences
> 0	<i>Victory:</i> the attacking player wins
0	<i>Draw:</i> there is no victory or defeat for anyone
<0	<i>Defeat:</i> the attacking player loses this round

Phase 5 - Regroup

The player that wins or draws the round will re-use his combatants during the rest of the game. They are moved from the *vanguard line* to the *reserve line*, keeping them face up.

The player that lost the round won't be able to re-use his combatants for the remainder of the game. They have to be removed from the playing field, far from both the *reserve line* and the *vanguard line*.

If there are still unrevealed combatants in the *reserve line* of both players, the last defender turns Qíahn's coin. With that he becomes the attacking player in the next round.

4. Gear

There are two types of gear counters:

- a. **Offensive.** Sword symbol. It can only be used on an attacker. It adds +3 to a combatants' die roll.
- b. **Defensive.** Shield symbol. It can only be used on a defender. It adds +3 to a combatants' die roll.

5. Magic

There is only one magic kind on Qíahn: elemental. A magic counter grants a combatant one of the following benefits, as shown in [Table 4](#):

Table 4 – Benefits of magic	
Type	Benefit
Water	Allows the using player to copy any die roll from any other combatant*, it doesn't copy any gear counters the target combatant may have
Wind**	Move an enemy combatant from the <i>vanguard line</i> to the <i>reserve line</i> ; if it's the only enemy, the round is considered a draw and ends there
Fire	Roll the dice twice and add the results
Earth	Turn a <i>defeat</i> into a <i>draw</i>

***Note 1:** if the copied roll targets a combatant improved by fire magic, the result of the addition of both dice is copied.

****Note 2:** wind magic is the only one that is used on an enemy combatant.

Table 5 – Conditions for the use of magic and gear counters
1. Maximum of one gear and one magic counter (any kind of magic) per combatant
2. A counter affects only the combatant that is placed upon
3. Counters can only be used once per game. After use, it's removed from the field at the end of the round that's being used

6. Endgame

The game ends when both players have no more face down combatant tokens left in the *reserve line*.

Each player counts the amount of face up tokens in his *reserve line*. The winner is the one that has more tokens. If both players have the same amount, it's considered a draw.

Players then greet each other respectfully and, if they don't wish to continue playing, all items should be stored back in the game's box.

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